



HEROES & GUISES

Social Creative Writing

Heroes & Guises is a social writing game to be played in groups. The aim is to create different versions of collaborative stories, giving participants the chance to explore different ideas around a story.

How to play

- 1 Everybody in the group starts with the same story sheet and begins by circling up to 3 genres and then customising the introduction by circling their choices.
- 2 The same person then writes Chapter 1.
- 3 Stories are then passed to the next player to complete Chapter 2, and so on.
- 4 Along the way you can use the 'Comment' and 'Like' boxes to give feedback and show support for other people's contributions.
- 5 After Chapter 3 the next player writes a Dilemma for the story, to develop the storyline, and then passes the story around until 3 Dilemmas have been added.
- 6 Once 3 Dilemmas are there each player casts a vote and then passes the story again until one dilemma has reached three votes. Keep passing the sheets until all stories in the group have decided on a dilemma.
- 7 Continue from Chapter 4, incorporating the new dilemma.
- 8 The person writing Chapter 6 is required to round off the story, providing a resolution to the dilemma.
- 9 Once all stories are finished they can be passed around and players can vote for their favourite chapter of each story. Prizes could be handed out for the players that get the most points.

We are currently creating a digital version of this game as a mobile app. Find out more and get involved at:

www.heroesandguises.com